AMENDMENTS TO THE SPECIFICATION

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Firstly, the control section 23 executes displaying processing which displays race information as shown in Fig. 14 (S1A), and provides players with information of the next race. When the scheduled time in the race schedule comes, the control section 23 performs race processing for realizing images displayed in the race and sound, and starts up the race (S2A). During the race, a race screen as shown in Fig. 15 is updated every 5 minutes by the race processing (S3A), and produces ambient sound such as applause. These images are downloaded to the player terminal 30 via the communication network 40 and are then displayed on the display section 35.

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After finishing the race (S4A), the control section 23 executes race result displaying processing for displaying the race results on the race watching page (S5A), and then a race result displaying screen as shown in Fig. 16 is displayed. On the display section 35 of the player terminal 30. In the race result displaying screen, race rankings and so on are displayed. The control section 23 runs data updating processing for updating data such as the ranking of each horse along with various kinds of information for each horse, and then historical information such as the race achievement of each horse is registered in the owner registration database.

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After finishing this processing, the control section 23 assesses if a subsequent race exists (S7A). If it exists, the race contents are changed to that of the next race (S8A), and returns to S1A, and performs race processing, race result displaying processing, and data updating processing for the next race in the same way as shown above. After finishing all races and the control section 23 assesses that a subsequent race does not exist (S7A), the Internet Grand Prix finishes.

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Fig. 17 is a flow chart showing an example of training processing by the control section 23 running a processing program for initial setting and a training program acting as an ability changing

device. The control section 23 at first sets initial ability information based on speed ability and stamina ability included in a password inputted in the password input screen shown in Fig. 12(e) (S1B). This initial ability information becomes higher as ability information of the player's own horse trained in the arcade game machine 1 becomes higher, and it is different for each horse. A new horse with the initial ability is created (S2B). After that, a part of the ability information is displayed and display processing (S3B) is performed for displaying information of the new horse on the display section 35 of the player terminal 30, and also causes the player to decide whether or not the player will register for participation in the Internet Grand Prix using the new horse. If registration is selected, registration processing starts, as described above.

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After finishing registration of the new horse, display processing for displaying the ability information screen displaying ability data of the new horse on the display section 35 on the player's terminal 30 is performed (S5B), and also allowing player to select whether or not registration for participation in the Internet Grand Prix is performed (S6B). When the registration for participation is selected, the race entry processing will begin (S7B).

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On the other hand, if registration is not selected, the player is prompted to choose whether he will trained the new horse (S8B). If the player determines not to train, the player is asked whether the training processing is finished or not (S9B), and if decides that it is not finished, he will be back to (S5B) and see the ability information screen displayed again. On the other hand, if the player decides to train the new horse, training processing will be performed for training the new horse to improve its ability (S10B). After training, the ability information of the new horse registered in the owner registration database is updated (S11B) to the ability information changed by the training process. After that, the process returns to S5B and the ability information screen is displayed.

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